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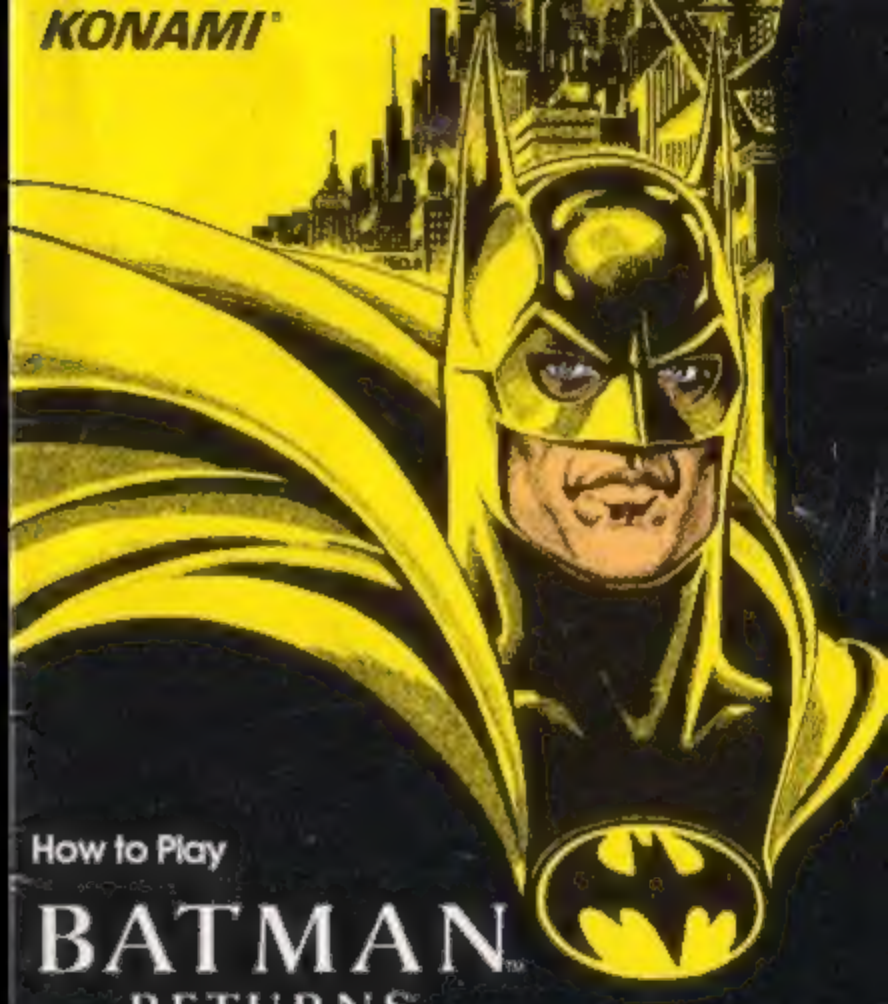

How to Play

BATMAN™ RETURNS

INSTRUCTION BOOKLET

SNS-B-J-USA

SUPER NINTENDO ENTERTAINMENT SYSTEM

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Congratulations!

You are the proud owner of the **Batman™ Returns** game for the Super NES™. You can become **The Dark Knight** and attempt to keep **Gotham City** from being overrun by the **Red Triangle Circus Gang**. But it won't be the normal fun you would get from beating up a bunch of clowns, because behind their dastardly deeds are the "fowl" plottings of **The Penguin** and the cunning **Catwoman**.

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Havoc in Gotham Plaza

Gotham City is in the midst of a jubilant holiday celebration. The mayor is giving his annual speech before the lighting of the Christmas tree in **Gotham Plaza**, when, much to the surprise of the crowd, a huge gift box appears at the back of the plaza. As the crowd quiets, the box erupts with the roar of powerful engines. Skull-masked motorcyclists, flame-breathing clowns and knife wielding acrobats storm the crowd, striking terror where moments before there had been glee.

Police Commissioner Gordon, on hand for the celebration, quickly sends word to the precinct headquarters: "Send the signal! We need **Batman** here quickly."

Miles away, in stately **Wayne Manor**, millionaire bachelor **Bruce Wayne** looks up from his desk. A series of mechanized mirrors has detected the **Bat-Signal** and reflected it through a window in Wayne's study. At that moment, his faithful butler **Alfred** enters the room. "Sir, shall I prepare?" **Alfred** asks. He knows the answer already, for his employer has never refused the call.

"Yes, **Alfred**." Wayne's brow furrows as he heads toward a large aquarium in the center of the room. "Any idea what's happening?" He rolls up a sleeve, plunges his arm into the fish tank and presses a button on an ornamental castle. Behind him a secret panel opens to reveal a passage.

Alfred follows him through the door. They walk through the passageway leading to the hidden **Batcave**. "There is some commotion at the Plaza, Sir," **Alfred** responds.

Once inside the Batcave, **Alfred** takes a seat at a bank of computer terminals. Bruce Wayne activates a console panel beside a large vault door. In a few seconds the vault opens. Inside are a number of armored Batman suits and a vast array of high-tech weapons. He scans the suits. "What's the situation, **Alfred**?" he calls out.

At the monitors, **Alfred** has intercepted a local satellite feed of a newscast. He sees the thugs wreaking havoc on the citizens. "Approximately twenty strong. Wearing what appear to be circus costumes—no sign of armor. Weapons noted include knives, flame throwers, possibly small arms. Most on foot, some motorcycles."

"Thanks. Link with the **Batmobile** and keep me apprised of the situation." He dons a suit of light armor with good flexibility. "I'll go in at ground level from the east side of the plaza. If you see anything to dictate otherwise, let me know."

As Bruce pulls on the rubber cowl of his suit, **Alfred** hits a remote control button which starts the engine on the **Batmobile**. A moment later, **Batman** leaps into the cockpit and speeds away to rescue **Gotham City** once again!

The game is at hand

Batman™ Returns is a one-player game that follows the storyline of the blockbuster motion picture. You control the **Dark Knight** and lead him against the **Red Triangle Circus Gang.** Battle your way past the best they have to throw at you and save the **Ice Princess** from **Catwoman**. But be careful, she's a fiesty feline and a fierce fighter. If you can get past her, you'll still have to face **The Penguin** and his penguin army.

The game contains seven different levels of action. In most of the stages you will control **Batman** as he stalks the city on foot. Use your fists—or an assortment of high-tech tools—to defeat your foes. In one stage you will even guide the **Batmobile** along the streets of **Gotham City**.

Adjust the difficulty level to suit your skill level. There are five levels from which to choose: EASY, NORMAL, HARD, SPECIAL and MANIA. The number of "lives" you get can be either 3, 5 or 7. You can also reconfigure the control pad, if you wish. Details about changing these game options can be found on page 12.

Starting Batman™ Returns

With the Super NES™ turned off, insert the game pak into the unit. Now turn the power on. You will see the game credits screen, followed by the introduction.

When you are ready to begin the game, press the START button. This will advance you to the game start screen. Use the control pad up/down to select either GAME START or OPTIONS.

Starting the game

In the first level of the first stage, you begin on the streets of **Gotham City**. The holiday crowd is being terrorized by the **Red Triangle Circus Gang**. Fight off the thugs and make your way to the boss character at the end of the stage. You can use a variety of moves and weapons. These will be explained later.

Guiding *The Dark Knight*

The Controller (initial settings)

Control pad ...Controls all directional movement—left, right, up and down—for Batman and the Batmobile.

START ...Pause during the game

SELECT ...Change selected item

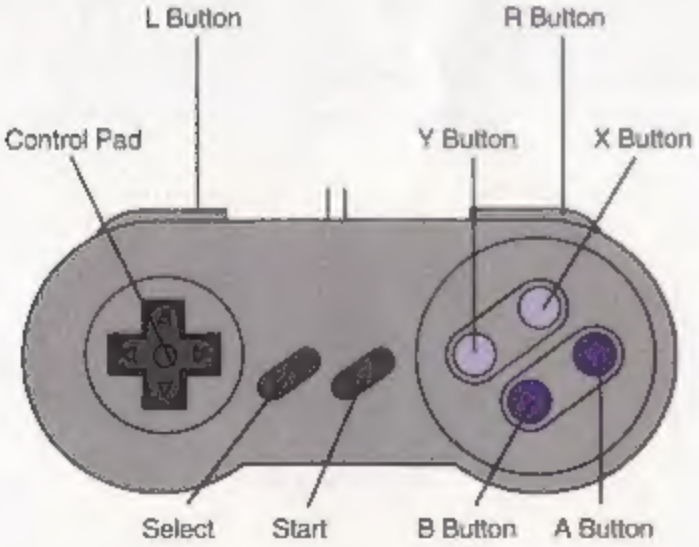
A button ...Press to use a selected item

B button ...Jump

X button ...Press with R/L buttons to throw test tube

Y button ...Attack (Batmobile—shoot discs)

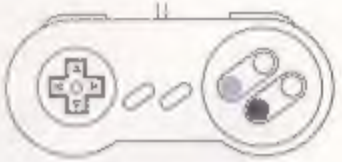
L or R button ...Defense



Making a move on your foes

The following keypresses (black keys) are used to perform Batman's special moves.

- The cape sweep—Does major damage to any enemy in range.



Press the B and Y buttons simultaneously.

- Test tube toss—Disables all enemies on the screen.

Hold the Right or Left button, then press X.

- Flying jump kick—Inflicts a serious hit on the untended target.

Press B to jump, then—while in the air—press Y to kick.

- Flying attack—Assault from above!

Press B to jump, then—while in the air—press down and Y to spread your wings and attack.

There is a subset of moves that you can use when **Batman** picks up a bad guy. To pick up a bad guy, walk toward him/her. When you are close enough, Batman will reach out and grab the enemy by the neck.

- Standard attack—Hold an enemy and punch'em in the gut.

Press the Y button after picking up the enemy.

- The head toss—Pick up enemies and throw them to the ground.

Press right, down or left on the control pad, then press Y.

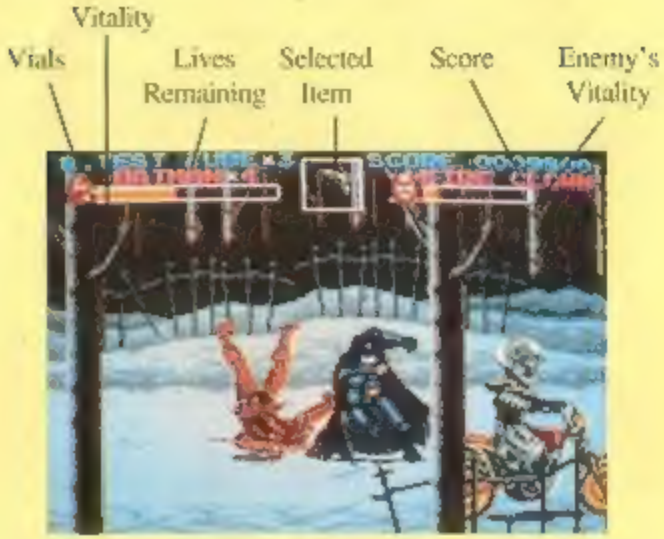
- Special toss—In some areas you can fling a foe back against a window, fence, etc.

Pick an enemy up, press up on the control pad, then press Y.

- The double whammy—Tough to master but worth it. Puts a big hurt on two bad dudes.

When you have one guy in hand, move close to another and grab him. Then press Y.

The game screen



Vials ...Number remaining

Vitality ...Measures **Batman**'s health. When it is empty, **Batman** loses a "life."

Selected item ...Indicates the current gadget in use. This could be the **Batarang** or spear gun.

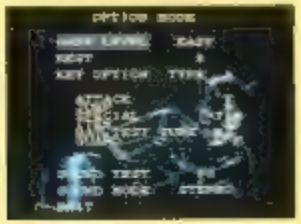
Score ...Number of points you've earned.

Lives remaining ...Each life gives you another chance to save **Gotham City!** Guard them well, because when they are gone, the game is over.

The options are yours

You may change the options for the game before you begin playing. Select the OPTIONS screen at the beginning by moving the control pad up/down until the pointer is in front of OPTIONS. Press the START button to select it.

- **Game Level: EASY, NORMAL, HARD, SPECIAL, MANIA**—Select the level that is best for you. Winning the game at harder levels results in different ending sequences. Work up to MANIA level to see them all!
- **Rest: 3, 5, 7**—Select the number of lives you start with.
- **Key Option Type: A, B, C, D**—Pick one of the four controller configurations.
- **Sound Test: 00 through 19**—Pick a music track to listen to. Press A, B, X, or Y to hear the sound.
- **Sound Mode: STEREO OR MONAURAL**—The Super NES always uses stereo sound. If the TV you are using is monaural, the sound will come through on only one side when an AV cable is used. To remedy this situation, change the setting from **STEREO** to **MONAURAL**. Then both the left- and right-side music will come out of a single speaker.



Those wonderful toys

Batman has a few special gadgets up his sleeve—and on his utility belt. In many of the stages you can select a gadget to aid **Batman** in his fight against crime.

The **Batarangs** are modern day versions of the old boomarangs. **Batman** will whip these at his opponents when you pick the **Batarang** as the SELECTED ITEM.

- Press the SELECT button to make the **Batarang** appear in the SELECT ITEM window.
- Press the A button to throw.

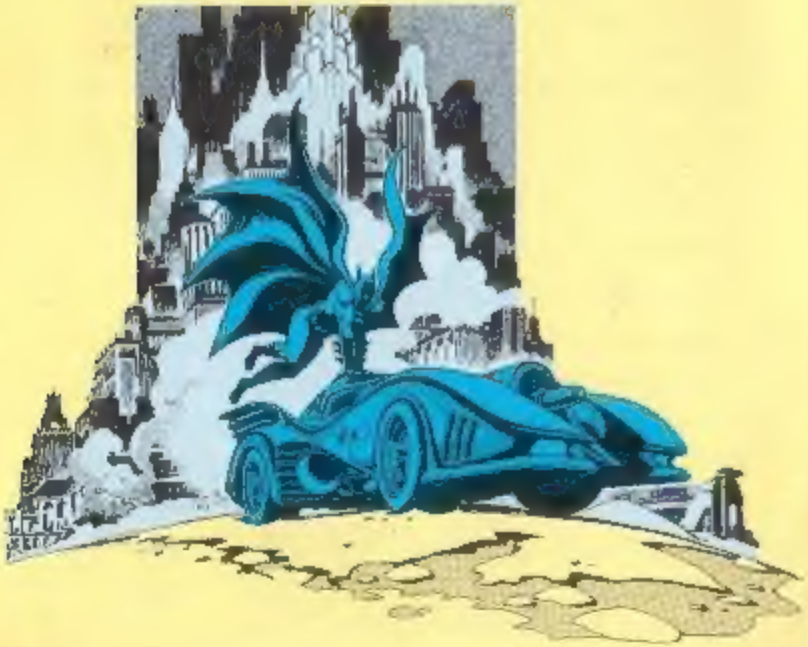
NOTE: In some stages the default attack method will be the **Batarang**. That means that you don't have to select the item and press the A button. Simply press the Y button as you normally would to attack.

The spear gun is used to raise **Batman**'s chances in a fight to new heights—literally. **Batman** can fire the spear gun straight or at 45 degree and 90 degree angles (in certain areas).

- Make the spear gun the SELECT ITEM.
- Press the control pad in the direction you want to shoot the spear gun, then press the A button.
- The spear will stick into the wall or ceiling if possible. Press the A button again to retract the cable, thus pulling **Batman** along, or up.
- Press the control pad down to release the cable.
- In most areas the spear gun can be used to help **Batman** kick the enemies.

Batman carries a few vials of chemical explosives along in his utility belt. These vials will cause a huge flash and damage any enemy in the area. The number of vials **Batman** carries is shown in the upper left corner.

- Press the top right or left button and the X button at the same time to throw a vial.



The stages

Stage 1—Ambush in *Gotham Plaza*

Stage 2—Battle in the Streets of *Gotham City*

Stage 3—On the Prowl

Stage 4—The *Penguin*'s Trap

Stage 5—To the *Batmobile!*

Stage 6—Circus Train

Stage 7—The *Penguin's* Lair

Consumer Support

If you feel lost, or just need a boost, don't worry! There is help available. You can try our Game Hint and Tip Line.

Konami Game Hint and Tip Line:
1-900-896-HINT (4468)

- 70¢ per minute charge
- Touch tone phone required
- Minors must have parental permission before calling

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If you experience technical problems with your **Batman™ Returns** game pak, try our Warranty Services number:

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